



Get outside and learn in Chesterfield County, VA

Pocahontas State Park

Discovery Field Trips for Public and Private Schools Grades K—5: 2010—2011

Pocahontas State Park is committed to providing quality outdoor education experiences at an affordable price. Come to the park to explore the land and enjoy the many wonders of the outdoor world. Or, let us come to you to provide valuable environmental education in a classroom or schoolyard setting. Our mission is to teach respect and admiration for the diversity of living creatures and resources of Virginia. We provide fun, structured, hands-on nature education year-round to students of all ages.

K-5 students will have an opportunity to relate to the natural world through hands-on learning experiences. We'll preview, review or reinforce science concepts and Virginia SOL's.

To book a field trip for your school and for information on rules, regulations and pricing, please contact Christen Miller at christen.miller@dcr.virginia.gov, or call 804-796-4472.

Available outreach programs:

Oh Deer! K—5: Examine antlers, skins and bones to discover some unique features of the White-tail Deer. Learn about mammal habitat requirements through a fun and interactive game. K.6, 1.5, 1.8, 2.5, 3.4, 3.5, 4.5, 4.8

School Yard Safari, K—3: A discussion of the basic elements of a habitat by comparing our living needs and a guided hike in their own school yard will help even the youngest students understand what it takes to survive. K.1, K.2, K.6, K.8, K.9, 1.1, 1.7, 2.1, 2.4, 2.5, 2.7, 3.1, 3.4, 3.6, 3.7, 3.10, 4.1, 4.5, 4.8

Reptile Review K—5: Get up close and personal with the friendly animals from our nature center. Discuss predator/prey relationships as well as life cycles and habitat requirements. K.6, K.8, 1.4, 1.5, 1.7, 2.4, 2.5, 2.7, 3.4, 3.5, 3.6, 3.10, 4.5

Enviroscape 3—5: A scale model of a town and lake will show students how pollutants enter our waterways, and will lead to a discussion of what can be done to help keep our waters clean. 1.8, 2.5, 2.7, 3.6, 3.9, 3.10, 4.5, 4.8

Poet-TREE 3—5: students will learn to recognize and experience the inspirational value of wildlife. 2.8, 4.8, English 5.8, 3.4, 4.4, 4.7, 5.5

Available in-park field trips. Two guided stations and one self-guided station per trip. For the convenience of the schools we are offering entire-grade programs this year.

Birds, K—5: K.1, K.4, K.8, 1.1, 1.5, 1.7, 2.1, 2.5, 2.7, 3.1, 3.4, 3.5, 3.6, 4.1, 4.5, 5.1

So You Think You're a Bird?: We'll take a close look at birds and what makes them unique.

Birds and Worms and Beaks: Study of beak shapes and a fun game to explore coloration and predator/prey relationships.

Bird Hike: A self-guided hike in the woods to search for birds and bird habitat.

Mammals, K—5: K.1, K.2, K.4, K.6, 1.1, 1.2, 1.5, 1.7, 2.1, 2.4, 2.5, 2.7, 3.1, 3.4, 3.5, 3.6, 4.1, 4.5, 5.1, 5.5

Hide and Seek: This new take on an age old game will have students investigating variations in color patterns, body form and movement which allow for camouflage.

Oh Deer! Examine antlers, skins and bones to discover some unique features of the White-tail Deer. Learn about mammal habitat requirements through a fun and interactive game.

Tracks and Trails: Take a walk on the wild side with a scavenger hunt to look for animal tracks, trails and signs.

Life Cycles and Habitats, K—3: K.6, K.8, K.9, 1.5, 1.7, 2.4, 2.5, 2.8, 3.4, 3.5, 4.5

From Pollywogs to Jumping Frogs – We'll explore the lifecycles of amphibians as well as insects in this program designed to help students understand metamorphosis.

What's That Habitat? A self-guided scavenger hunt to search for the basic elements of a habitat by comparing our living needs will help even the youngest students understand what it takes to survive.

Reptile Review: Get up close and personal with the friendly animals in our nature center. Discuss predator/prey relationships as well as life cycles and habitat requirements.

Watersheds, 3—5: K.10, 1.8, 2.5, 2.7, 3.5, 3.6, 3.9, 3.10, 4.5, 4.8, 5.7

Enviroscape: A scale model of a town and lake will show students how pollutants enter our waterways, and will lead to a discussion of what can be done to help keep our waters clean.

Deadly Links: In this highly involving physically active game students will become animals in a watershed and discover ways in which pesticides enter the food chain.

Water Wonders: This self-guided game will have students pretending to be water molecules and will introduce students to the various steps of the water cycle and to the various paths water can take, as well as make a connection between the water cycle and all living things.

Wetlands, 3—5: 1.1, 1.8, 2.1, 2.5, 2.6, 2.7, 3.1, 3.4, 3.5, 3.6, 3.7, 3.8, 3.9, 3.10, 4.1, 4.5, 4.8, 5.1, 5.5, 5.7

Pond Safari: Dip a net into Beaver Lake and examine the amazing creatures that live there. You may capture crayfish, dragonfly larvae, tadpoles or whirrigs.

Going...Going...: Students demonstrate the forces of weathering and erosion and play a game that introduces them to the filtering action of wetland plants.

Wetland Metaphor Scavenger Hunt: In this self-guided scavenger hunt students will discover characteristics of wetlands, learn to appreciate the importance of their role to both wildlife and humans and identify their ecological functions.

Trees and Plants, K—5: K.6, K.8, K.10, 1.4, 1.7, 1.8, 2.4, 2.5, 2.8, 3.5, 3.7, 3.8, 3.9, 3.11, 4.4, 4.5, 4.8, 5.5

My life as a Tree: Students will discover that trees have a lifecycle that is similar to that of other living things. They will investigate a tree's role in the ecosystem at each stage of its life.

Tree Factory: By acting out the parts of a tree your student will see how a tree works like a factory.

Goods from the Woods: In this self-guided station students will use a scavenger hunt to discover the diversity and multitude of products that are derived from trees.

Resources and Energy, 3—5: K.10, 1.8, 3.10, 3.11, 4.1, 5.1, 4.8

Energy and Society: You can't see it, touch it, smell it or taste it, and yet it powers all Earth's cycles as well as human activities. Students will learn about different types of energy and how individual actions and choices can make a difference when it comes to energy conservation.

Renewable...or Not? Students will explore which resources are renewable, nonrenewable and perpetual.

An UN-natural Walk in the Woods– An unusual scavenger hunt on a forest trail will have kids looking for things not found in nature, and lead to a discussion on the importance of reducing, reusing and recycling.

Field Trip Outline:

Students will be divided into three groups and have an assigned group leader BEFORE arriving at the park. The group leader will be in charge of the self guided station and will receive information in advance on what to do.

10 a.m. Buses arrive and unload at the Nature Center. Buses head to day use area. Lunches can stay on board.

10—10:15 a.m. Greeting and orientation

10:15—10:20 a.m. Travel to First Station

10:20—10:50 a.m. First Station

10:50—10:55 a.m. Travel to Second Station

10:55—11:25 a.m. Second Station

11:25—11:30 a.m. Travel to Third Station

11:30—12 noon Third Station

12 noon—12:10 Walk to day use area to meet buses and retrieve lunches

12:10—1 p.m. Picnic lunch, self guided play/games/hikes

1 p.m. buses depart

Pocahontas State Park . 10301 State Park Road . Chesterfield, VA 23832 . 804-796-4255



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Pocahontas State Park

Naturally Fun Birthday Parties

Do something WILD for your child!

Tea with the Butterflies. Come and have a butterfly tea party as you learn about this amazing member of the insect world! Recommended for ages 6 and up. Maximum of 16 children, please. Tea is provided. Spring, Summer, Fall

Butterflies and Dragonflies. They look like flying jewels but they are our favorite summertime insects. Come and learn about these beautiful creatures who inhabit our gardens. Recommended for ages 4 and up. Maximum of 20 children, please. All seasons.

Hoppin' Frogs and Toads. Amphibians are amazing! If your child loves things that go hop, this is the party for them. We'll explore the world of frogs and toads and learn why they are good to have in your garden. Opportunity to meet live amphibians. Recommended for ages 4 and up. Maximum of 20 children, please. All seasons.

Reptile Smiles. Lizards and snakes and turtles, Oh My! If your child loves the slithery things of the forest, they'll love this party. Opportunity to meet live reptiles. **Also available as outreach!!** Recommended for ages 4 and up. Maximum of 20 children, please. All seasons.

Night Owl Prowl. Every wonder about the things that go flap in the night? Here's an opportunity for your child to have a unique night time party to learn about owls and other nocturnal creatures. Campfire program with marshmallows included. Recommended for ages 8 and up. Maximum of 16 children, please. All Season. Not recommended for very cold weather. Evening program.

Insect Excitement. Kids love bugs! Let your child explore the world of creepy crawly insects with this fun and educational party. Recommended for ages 4 and up. Maximum of 20 children, please. All seasons.

Wild Winter Critters. Lots of things are out and about in Virginia in the winter! Come find out how animals survive in the winter months when food is scarce and the weather is cold. Campfire program with marshmallows included. Recommended for ages 6 and up. Maximum of 16 children, please. All seasons.

Tracks and Trails. Just because we don't see animals all the time doesn't mean they aren't there! Your child and can learn about animal tracking and signs to look for to see if a creature has crossed their path. Recommended for ages 5 and up. Maximum of 16 children, please. All seasons.

Natures Keepsakes. Nature is full of beautiful things. If your child loves crafts this is the party for them! We'll do an intro to nature, have a hike in the woods and make some beautiful crafts with the things we found. Recommended for ages 5 and up. Maximum of 16 children, please. All seasons.

Past-times. Bring your child in for traditional games and crafts to experience how children of a by-gone era would have occupied their time. Recommended for ages 8 and up. Maximum of 20 children, please. All seasons.

Nature Science. Come explore the science in nature with a variety of experiments, games or crafts and a hike! Recommended for ages 6 and up. Maximum of 16 children, please. All seasons.

Rules and Regulations – please read carefully as the information provided is important in your party planning:

1. Reservations must be made a minimum of three weeks in advance. Agreement forms must be filled out and returned before the party can be held. No prepayment is necessary. Agreement forms can be submitted via email.
2. All parties are \$96 for up to 12 children and \$8 for any additional children, including the Reptile Smiles outreach party. An additional \$20 is added if you'd like a theme other than what is offered.
3. You may arrive 30 minutes before the party to set up.
4. A ranger entertains the guests for one hour beginning promptly at the time scheduled with games, crafts, songs, activities and/or a hike. The ranger is responsible for all the supplies involved in this hour and for cleaning up these supplies.
5. Guests will provide cake, food, drinks, decorations, tableware and anything else they'd like above and beyond what the park doesn't provide, and will be responsible for cleanup of anything that was brought in.
6. You may use the nature center or heritage center for one hour after the ranger's hour– this includes clean up of any food, decorations, etc, for which you are responsible. If you choose to stay longer, then an additional fee of \$20 for every 30 minutes will be charged. This means that you'll be charged for any time over the 2.5 hour time frame scheduled for the party. For example, if your party is set for 2 p.m., you can arrive at 1:30, from 2 to 3 we have the interpretive part and from 3 to 4 is food, presents and cleanup. Any time after that will be an extra fee.
7. **Parties begin promptly at the time scheduled! Pocahontas State Park is not responsible for late arrivals. However, we will provide detailed instructions to get to the park.**
8. All guests receive free admission on the day of the party. There is a lot to do here, including swimming, boat rentals, a playground and hiking trails as well as numerous places to fish and picnic. We encourage you and your guest to enjoy the park to its fullest.
9. Guests may drop off their children for the party although they are encouraged to stay and enjoy the activities with their children. They must be picked up promptly at the end of the party. If children are dropped off they are the responsibility of the host, not the park.

Directions to get here:

From Richmond: Take 95 South and exit 288 North. Exit Iron Bridge Road (Rt. 10) towards Chesterfield. Turn right onto Beach Rd. (you'll see a bank on the corner and a shopping center with a Food Lion). Go approx. 4 miles to the park entrance, which will be on your right. Once you turn into the park and go past the contact station, you'll head straight down the main park road about 2 miles. The Nature Center, Heritage Center and CCC Museum will be on the left.

From the West End or Midlothian: Take 288 South and exit Iron Bridge Road (Rt. 10) towards Chesterfield. Turn right onto Beach Rd. (you'll see a bank on the corner and a shopping center with a Food Lion). Go approx. 4 miles to the park entrance, which will be on your right. Once you turn into the park and go past the contact station, you'll head straight down the main park road about 2 miles. The Nature Center, Heritage Center and CCC Museum will be on the left.

From Petersburg/Colonial Heights: 95 North and exit West Hundred Road (Rt. 10) towards Chester/Chesterfield. Go approx 6 miles. Turn left onto Beach Rd. (you'll see a bank on the corner and a shopping center with a Food Lion). Go approx. 4 miles to the park entrance, which will be on your right. Once you turn into the park and go past the contact station, you'll head straight down the main park road about 2 miles. The Nature Center, Heritage Center and CCC Museum will be on the left.

Date of party	
Time	
Name of parent or guardian	
Name of child	
Age child will be turning	
Address	
Phone number	
Alternative phone number	
Email address	
Party theme requested	
Price discussed	
Number of children attending	
Special Instructions	

I hereby agree to all of the above terms and conditions.

Name
Signature
Date

Christen Miller
Pocahontas State Park
10301 State Park Road
Chesterfield, VA 23832
804-796-4255 (main office)
804-796-4472 (park naturalist)
804-796-4004 (fax)
christen.miller@dcr.virginia.gov



Pocahontas State Park

Programs for groups

Whether you are a troop leader looking for a badge workshop for you scouts, a homeschool group wanting to explore a unit of study or a youth leader interested in providing a unique outdoor experience for your group, the experienced naturalists and interpreters at Pocahontas can provide a fun, educational and adventurous opportunity for you to explore the natural world around you. You can meet us in the Nature Center or boat dock, the Civilian Conservation Corp Museum or at any of our numerous trail heads, or if you are camping or in a cabin unit we can come to you.

Prices and availability vary due to seasons and staffing. Minimum and maximum number of participants needed are dependant upon the program selected. Below is a list of just a few of the options you can choose from. Please contact christen.miller@dcr.virginia.gov or call 804-796-4472 to discuss a custom tailored program for your group!

Guided canoe and kayak trips

Small craft paddling is a quintessential outdoor skill. For the beginners we offer canoeing fundamentals classes and for more experienced paddlers you have a choice of team building canoeing workshops, full moon paddles, evening paddles, early morning tours, owl tours, eagle tours, beaver tours, twilight excursions which include a campfire and dinner, lake ecology trips and more! Whether you use our equipment, or are a paddle group looking for a guide that is familiar with our lake we can make your float memorable.

Guided hikes

History, animals, forestry and ecology are just a few of the themes we offer for guided hikes. With over 70 miles of trails in the park we have a vast variety of venues. Guided hikes can be conducted on most trails in the park, and are offered morning, noon and night!

Campfire programs

Imagine an evening around the fire with your family and friends! Whether you choose campfire cooking skills, story telling and songs or basic survival skills we'll gather 'round the fire for fun and informative programs.

GPS and Geocaching

If you are looking for a high-tech treasure hunt in the woods or just want to learn how to use a handheld GPS devise we've got you covered!